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FIG.3

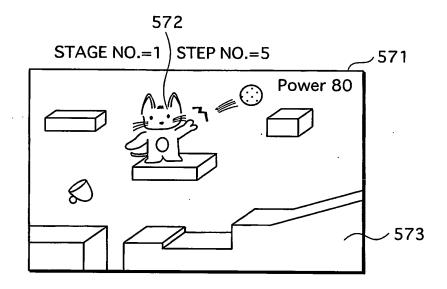


FIG.4

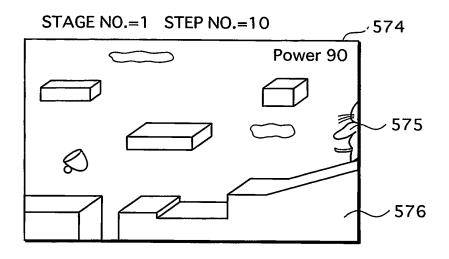
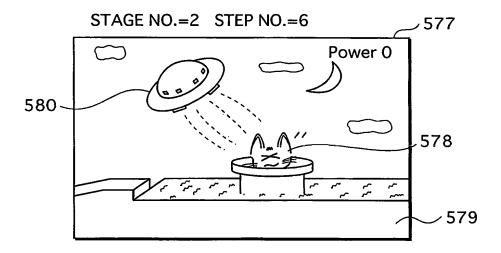
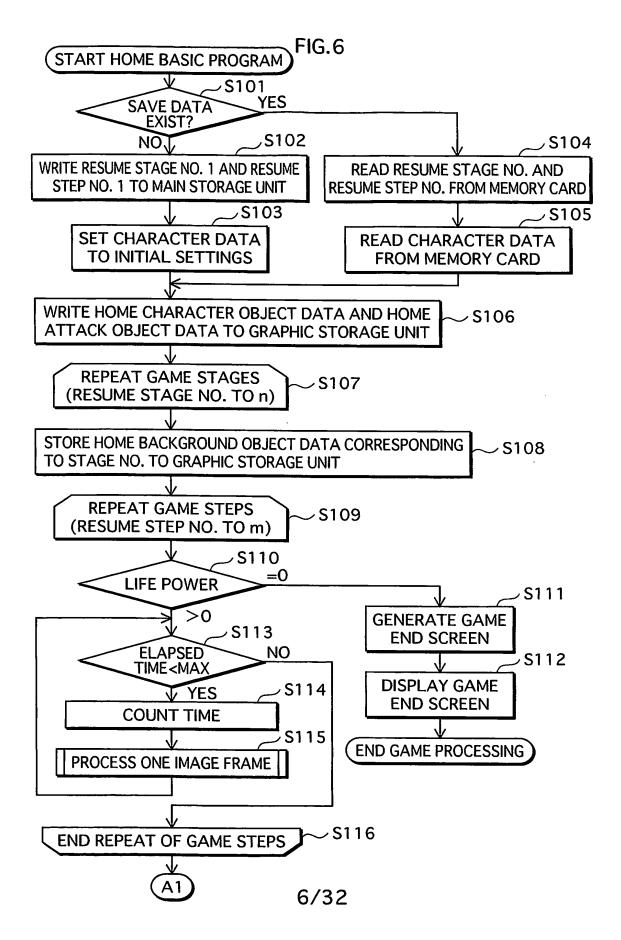
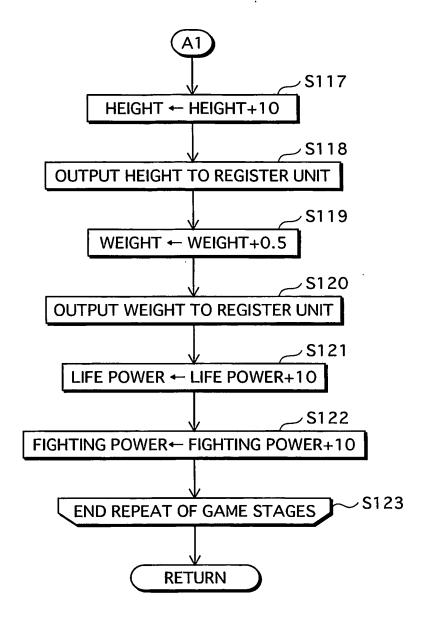


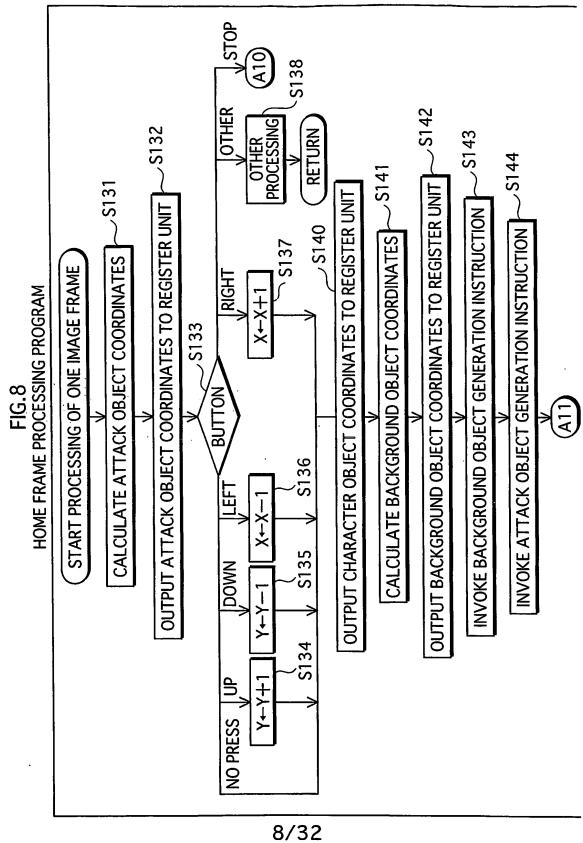
FIG.5











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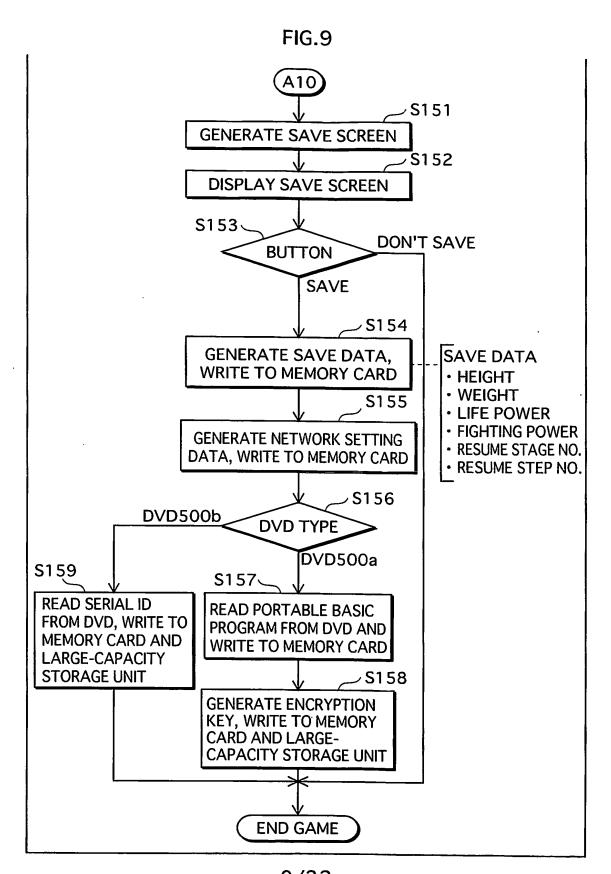


FIG.10

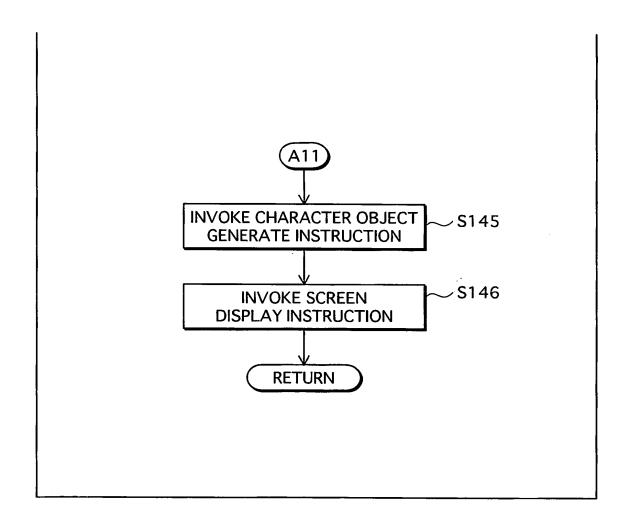


FIG. 11 HOME IMAGE GENERATION PROGRAM START PROCESSING BY GRAPHIC CONTROL UNIT RECEIVE IMAGE REQUEST - S301 FROM MAIN CONTROL UNIT √S302 READ INSTRUCTION FROM REGISTER UNIT S303 YES SCREEN DISPLAY **INSTRUCTION** S304 TRANSFER FRAME ΝO **IMAGE FROM FRAME BUFFER TO VRAM** READ COORDINATE DATA **S305** OF CORRESPONDING OBJECT FROM REGISTER UNIT **READ HOME OBJECT DATA OF S306** CORRESPONDING OBJECT FROM GRAPHIC STORAGE UNIT √S307 YES CHARACTER **OBJECT** √S308 NO **READ CHARACTER DATA** FROM REGISTER UNIT CONVERT IMAGE DATA BY PERSPECTIVE S309 PROJECTION, GENERATE 2D IMAGE DATA HIDDEN SURFACE REMOVAL ∠S310 AND HIDDEN LINE REMOVAL S311 ر GENERATE SHADOW DATA

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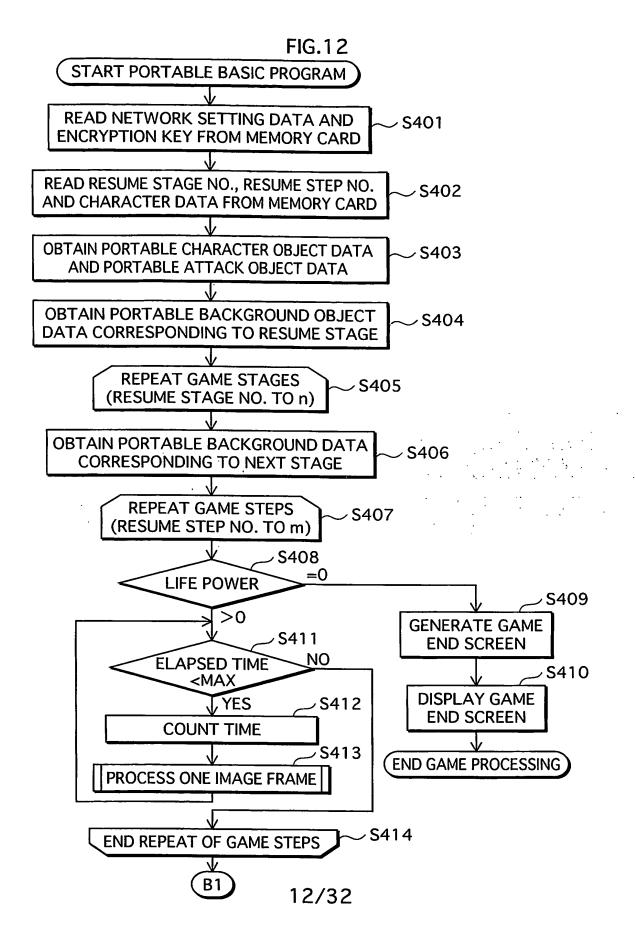
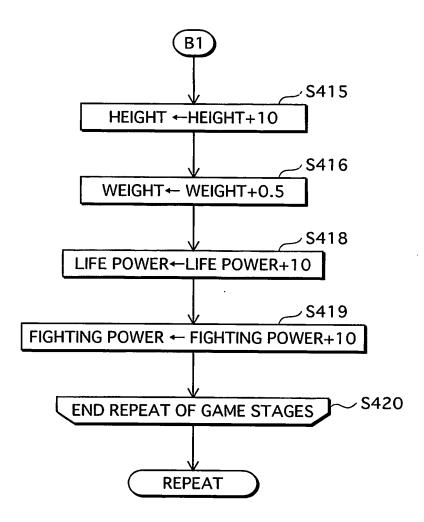


FIG.13



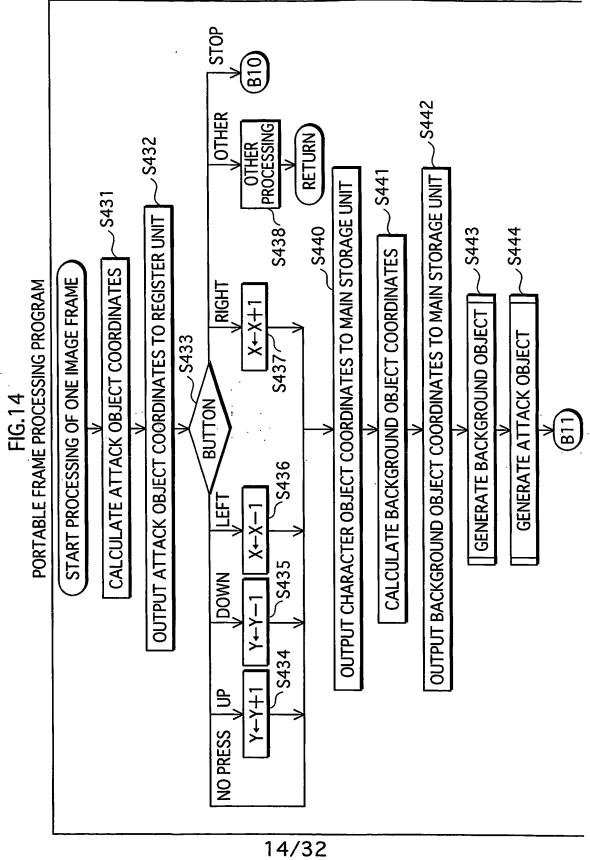


FIG.15

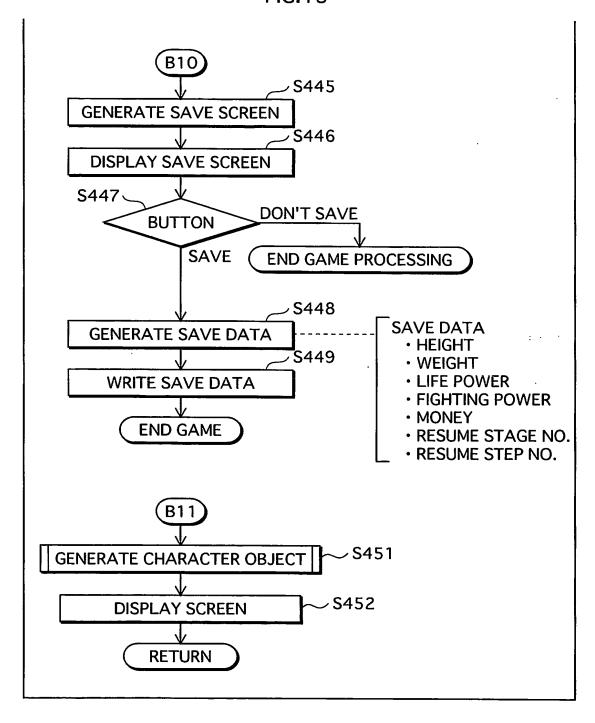
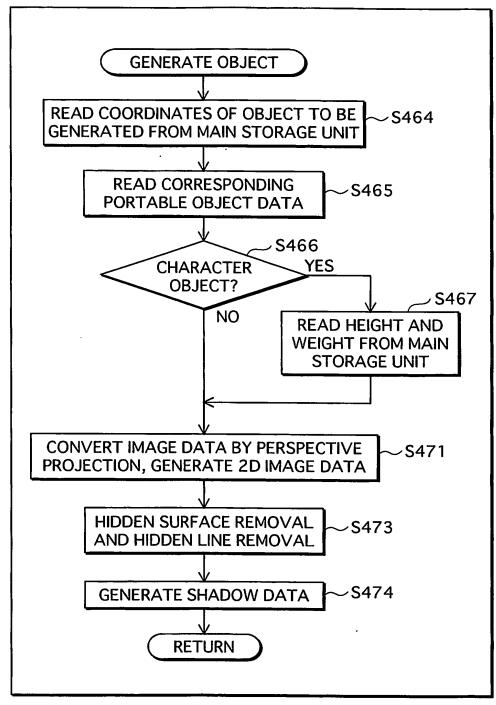


FIG. 16
PORTABLE IMAGE GENERATION PROGRAM



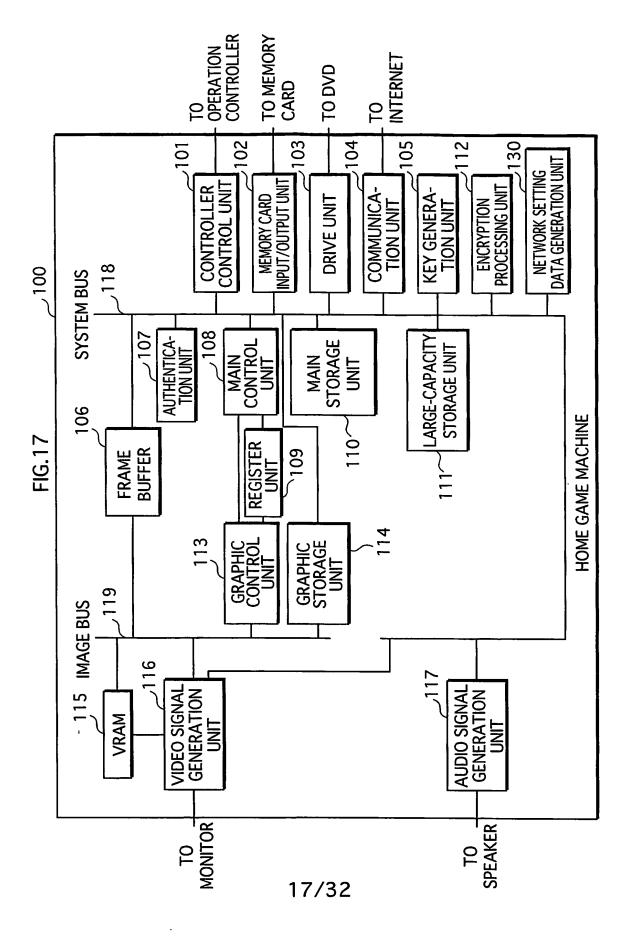
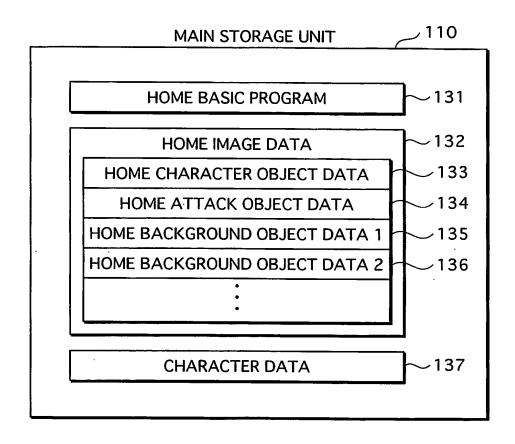
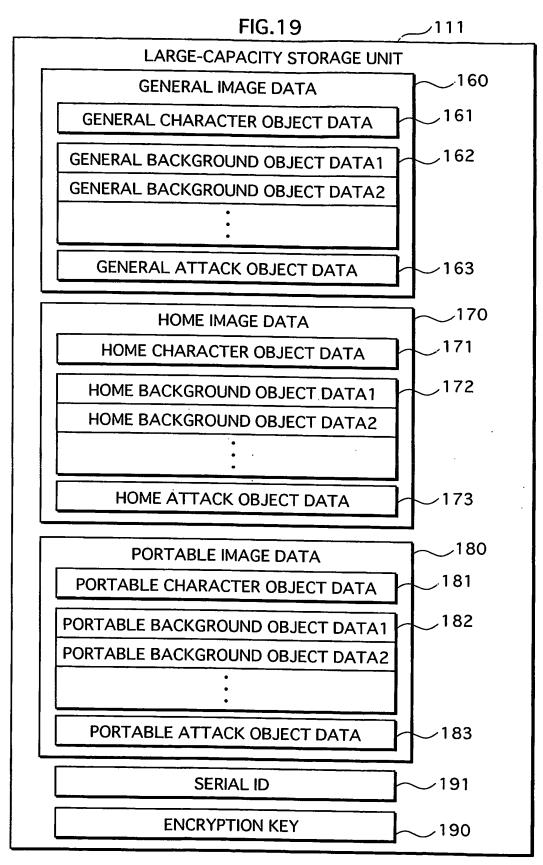


FIG.18





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FIG.20

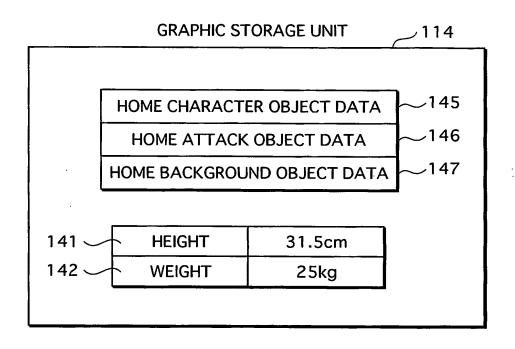


FIG.21

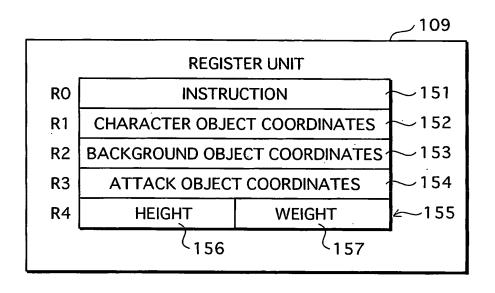
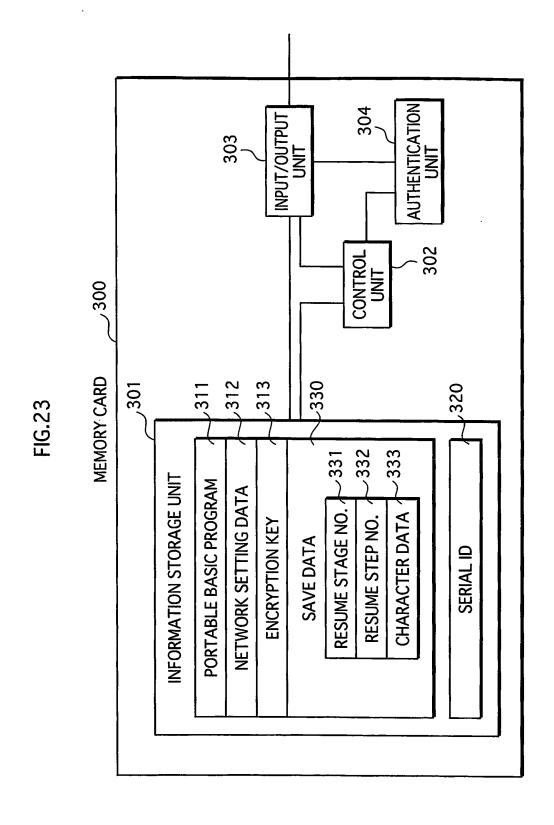


FIG.22

INSTRUCTION TYPES

CHARACTER OBJECT GENERATION INSTRUCTION	~ 156
BACKGROUND OBJECT GENERATION INSTRUCTION	~157
ATTACK OBJECT INSTRUCTION	~158
SCREEN DISPLAY INSTRUCTION	~ 159



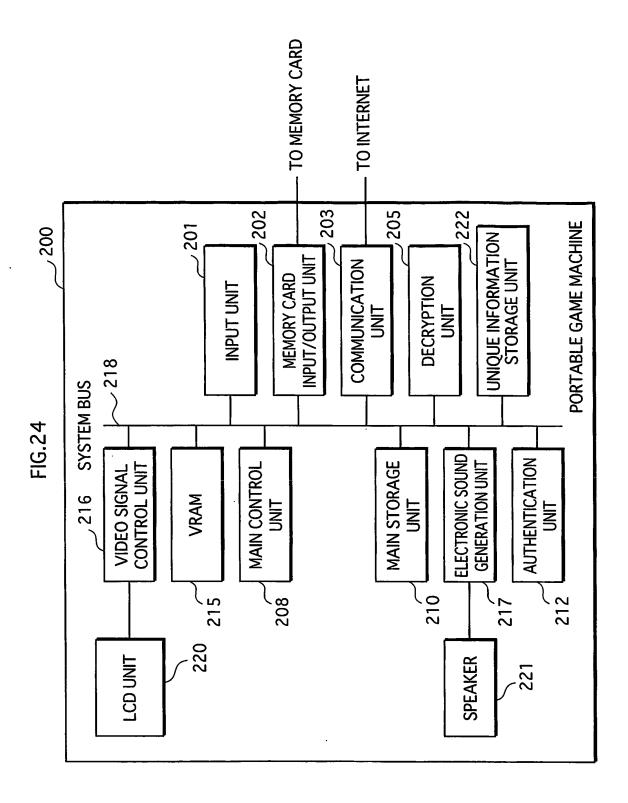
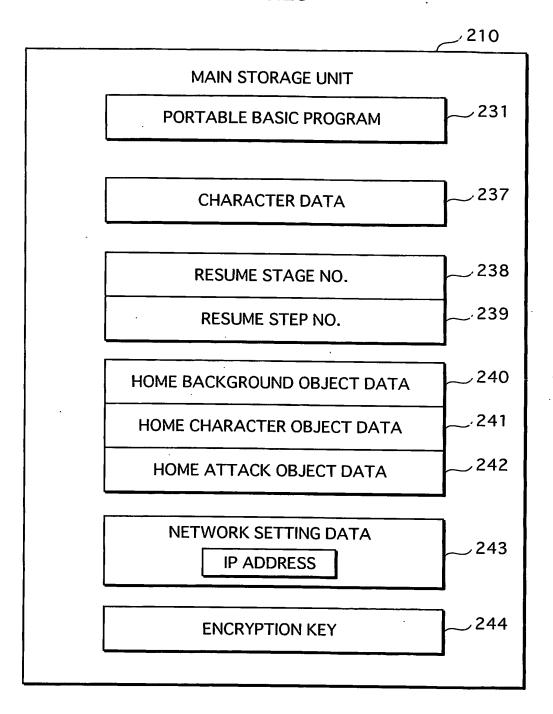


FIG.25



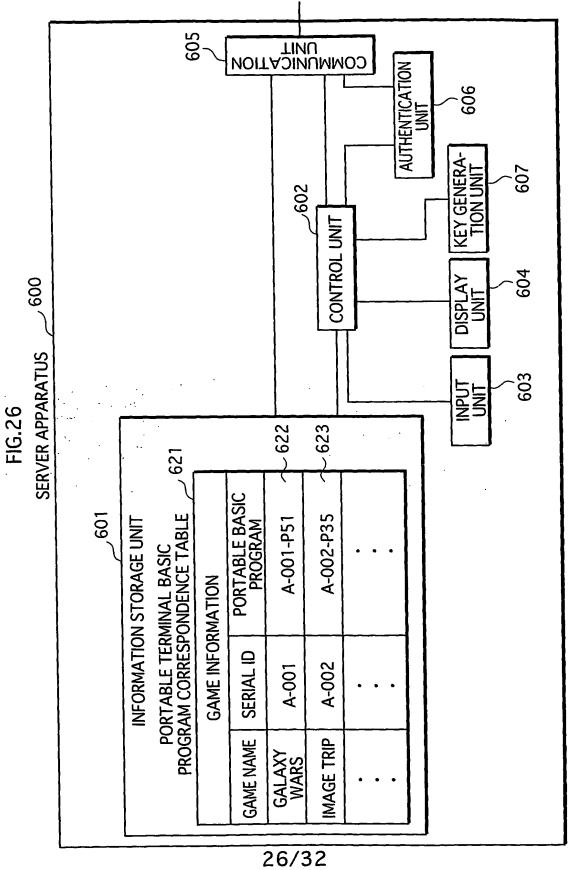
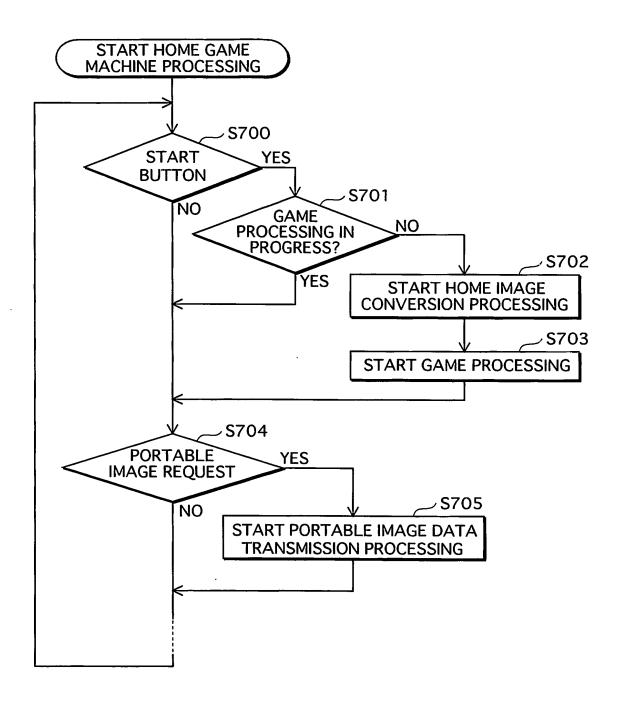


FIG.27





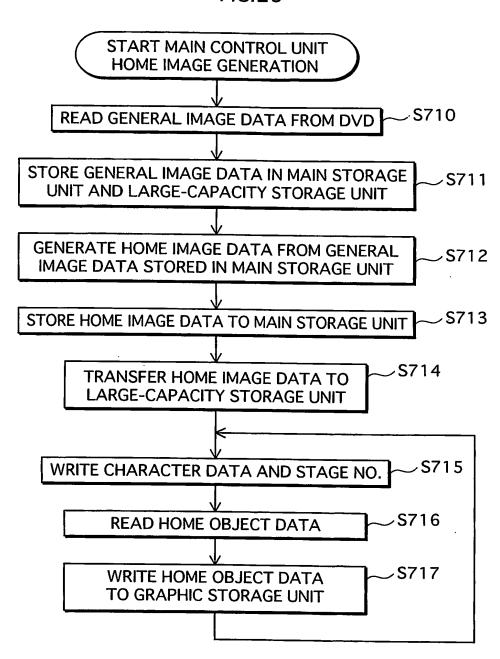


FIG.29

